

THE DUNGEON UNDER THE MOUNTAIN

ROOMS & ENCOUNTERS

Official Game Accessory

THE FUNGAL CORRIDOR



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What is this Product

This product contains one room or one dungeon -based encounter. All the rooms featured here are taken from one of *The Dungeon Under the Mountain* products, available at www.0onegames.com, although these products are not necessary, since the encounter can be adapted without effort to any existing dungeon.

How to Use this Product

This product takes advantage from the PDF technology, joining old-fashioned style with the most advanced electronic features. In order to use this product you must use Adobe Acrobat 6 or later.

This product has been designed to help busy referees in preparing dungeon adventures and encounters. Instead of wasting time scaling the encounters and adapting them to your party, here you will find a pre-scaled encounter suitable in three different versions (for low, mid and high level of play). At the beginning of the encounter text, you will find a big button like this.



By clicking on this button you can choose which level want to play (low, medium, high). When you have made your choice all the relevant portions of the text will change accordingly.

Monsters will scale, DCs will change, traps and behaviors of the villains will change, according with the level of play you choose.

Nevertheless, this is not all.

Beside each paragraph you will find the same button found before, but much smaller. This button allows you to change only the appropriate paragraph. Therefore, if you need stronger monsters in your low-level encounter, you can adjust them and use mid-level monsters instead of low-level ones. Likewise, if you want traps tougher, just click on the paragraph button and change the level of the traps paragraph. Blank spaces, due to different text lengths, will be filled with placeholder artwork, so you will have a good-looking page.

Finally, a paragraph called “Personal Notes” is left blank. This paragraph features a text field you can fill with your notes about the encounter, simply click and write.

The document saves automatically the notes when you close it. In order to recall the notes present on a document you must choose “Load Notes” from the paragraph button. Note that if you load the previous notes they will override the notes you are writing

The buttons will not be printed.

The Maps

Those familiar with *The Dungeon Under the Mountain* products will found the maps easy to use. The product comes with two maps of the room. A smaller version of the map is intended for the referee; the second, larger one, may come split in more than one sheet and it is intended for miniature play.

The smaller map features the “Rule the Dungeon” button. Clicking this button, you can customize the map by opening or closing the doors, removing the furniture or removing the fill in the walls and more, depending on the room’s layout. All the choices made on the smaller map are reflected on the larger one.

The Background

The Dungeon Under the Mountain is a massive dungeon complex extending endlessly below the ground. In a remote past, ancient evil beings dwelled in the area. Now, the remaining of these mysterious evil beings have seized the dungeons and filled it with deadly traps and monsters. Also, many known villains have established their strongholds in the depths of *The Dungeon Under the Mountain*. Nobody knows why this dungeon is filled by danger, but nobody cares, since this dungeon is the most prized adventure ground of the world. However be warned, adventurers, your life will be not easy here and dozens of self-calling heroes never returned from the *Dungeon Under the Mountain*!

“You Have Been Warned”



THE FUNGAL CORRIDOR

THE DUNGEON
UNDER
THE
MOUNTAIN

THE FUNGAL CORRIDOR
(LEVEL 1/ ROOM 12)

Background
and Lead-ins

Elsewhere in the adventure, players find hints concerning a mysterious fungal corridor. Patches of the fungal lining may have accrued elsewhere within the dungeon. The entrance to area 12 is a secret door. The side facing the corridor is non-descript and matches the walls of the dungeon. It was extremely well made and was at one point, difficult to detect. However over the years, fungus from the corridor into which it opens has grown into its seams, discolouring them slightly, helping to disclose its location. Players will need to locate this door before entering the passage.

Room Environment

[high]

Lighting: none

Sound: Dampened

Smell: Strong sour mold

Terrain: Flammable fungus covered narrow and constricting corridor. It is soft, easy to grasp, and tracks easily: +2 Climb and Track.

Room Description
for the Players

Corridor Section 1

Behind the door, the passage opens into a stale, moldy smelling narrow corridor that arches steeply downwards. Whether the passageway was hand-carved or is simply a crude nature passage, is visually undecipherable as the walls, floor, and ceiling are

completely overgrown with pustulate, spongy-looking, sickly grey fungus. Haphazardly constructed, like makeshift suspension bridge, a flight of stairs hangs from the ceiling. An off-color slimy mold coats the ropes binding the stair treads and ascending into the ceiling where they seemingly disappear into whatever substance engulfs the corridor. The staircase itself descends 20 feet down into a

dangerous looking small 5-foot-square fungus encrusted orifice.

Corridor Section 2

The corridor becomes increasingly confining as the ceiling drops lower and narrows into a confining 5-foot square passage by the time it banks into hard 90-degree right turn. Just past the corner is a small, circular-shaped bare spot on the wall centered in a pair of illusionary lips.

Corridor Section 3

The passage continues another 90 feet or so, until it reaches a dead end. At the end of the corridor is small alcove that opens into a long, high chimney. Ascending the chimney is a slime-encrusted rope ladder with wooden rungs, moist with mold. Approximately 30 feet up, a solid plug of fungus buries the ladder, blocking the chimney.

The rungs are too rotten to support weight in excess of 25 lbs. Conversely, the rope can be climbed, despite its inherent sliminess.

Room Description
for the Referee

Outside Door

Growing out of the backside of the secret door is a shrieker. As soon as the door is opened, it begins shrieking. In addition to possibly summoning other creatures in the dungeon, the shrieker triggers a permanent magic mouth placed just beyond the intersec-

tion deeper in the tunnel.

Once the shrieking stops the mouth says the following phrase frantically in a thick orcish accent.

"Grok you idiot! Someone's coming! Hurry up and help me with these gold bars or so help me I'll cut your tongue out!"

Players might be tempted to slam the door as soon as it starts shrieking, though the encroachment of coming creatures from nearby passages might be enough to get them to consider entering. The magic mouth too, is intended to provide a lure for the party's greedier folk.

Corridor Section 1

Walls, Floor and Ceiling are overgrown with 6-inch-thick spongy fungus. It is soft and rubbery to the touch, and when slight pressure is applied to it is oozes a greasy substance that releases a faint odor of sour cheese. The stairs are slightly rotten and break if too much weight is places upon them, they are also slippery.

The fungus muffles sound slightly reducing Listen checks within the fungal corridor.

The fungus is also are highly flammable, and anyone carrying open flame within the corridor (such as a torch, candle, or non-hooded lantern) must take care to avoid touching the walls.

A Knowledge (dungeoneering) or Knowledge (nature) identifies the fungus as being highly flammable.

Should a flame touch the wall, (either deliberately or accidentally) the corridor catches on fire spreading quickly at the rate of 10 feet per round and simultaneously give off choking thick black oily smoke that fills 30 feet of corridor per round. Both smoke and fire travel toward the secret door entrance as that is where the most oxygen comes from.

Characters coming in contact with the burning sections of corridor are at

risk for catching on fire. A Reflex save (DC 15) avoids this fate. If the character's hair or clothes catches fire, he takes 1d6 points of damage immediately and 1d6 each round he remains within the corridor. Once he exits the corridor he can make additional Reflex saves (DC 15) to attempt to extinguish himself.

Characters caught in the smoke must make a Fortitude save each round (DC 15+1 per previous check) or spend that round choking and coughing. A character that chokes for two consecutive rounds takes 1d6 points of nonlethal damage. The smoke is thicker and greasier than wood smoke, obscuring vision and giving concealment (50% miss chance) to characters within it.

Unless the fire is extinguished, the corridor completely fills with smoke in 5 rounds at which point the chamber is effectively airless. Characters with in the chamber can hold their breath to avoid Constitution damage. A character can hold his breath for 2 rounds per point of Constitution. After this point, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round with the DC increasing +1 for each previous success. A character that fails one of these Constitution checks begins to suffocate. In the first round, they fall unconscious, in the second they drop to -1 hit points and is dying in the third round, they suffocate. A character removed from the corridor is no longer in danger of suffocating.

Corridor Section 2

This section of passage is inhabited by a ravenous zombie centipede swarm. Closer inspection of the fungus in this area reveals that it has lots of small holes in it. Any one probing the holes attracts the attention of their inhabitants otherwise, they show up on their own 2d4 rounds after any life

form enters this part of the corridor. The illusory lips in the bare spot are a *permanent magic mouth* spell.

Corridor Section 3

The plug at the top can be dug through revealing a **locked trap door** leading to area 8. The trap door has a small steel chain with a golden pull-ring and is covered with arcane writing. The writing is an arcane version of a spell called *fungus patch*. Provided the players do not break the trap door, any arcane caster among them can attempt to learn or copy the spell into their spellbook.

Combat Tactics

[high]

Corridor Section 2

The zombie centipede swarm is non-intelligent, driven by necromantic hunger they brutally attack any living things they encounter. The first swarm appears behind the players blocking further progress down the passageway and fights without retreat until destroyed, even pursuing potential prey out of the fungal corridor. The third, fourth, and fifth swarm appear on the 3rd round from the ceiling, floor, and adjacent walls filling the entire passageway.

Relevant Skill Checks

[high]

Corridor Section 1

Listen -6 circumstance modifier to all checks made inside the fungal corridor

Knowledge (dungeoneering) or Knowledge (nature) DC 25 to identify the fungus as being highly flammable.

Balance DC 15 to avoid falling on slippery stairs.

Corridor Section 2

Spellcraft DC 16 identifies the *magic mouth*

Search DC 18 reveals small holes in the fungus

Knowledge (nature) DC 20 reveals a swarm of small worm-like burrowing creatures made the holes

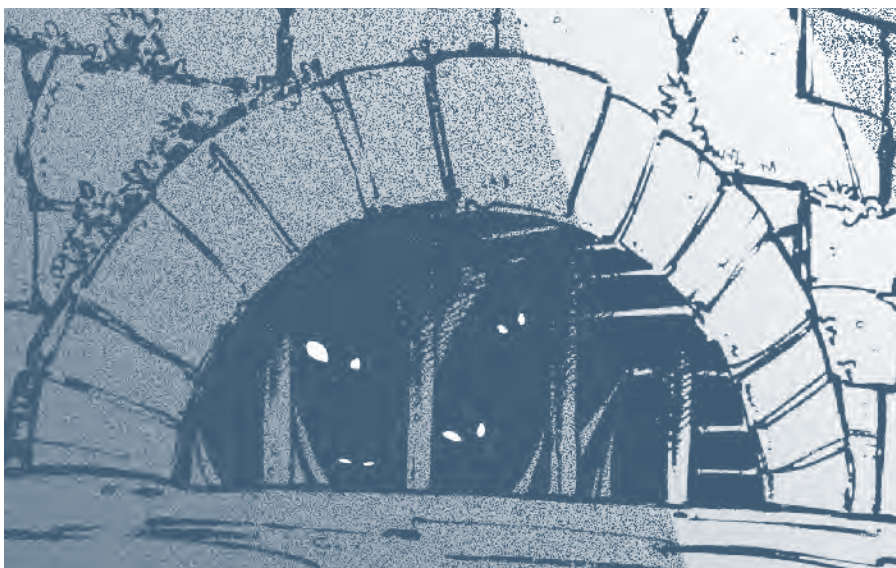
Sense Motive DC 28 insinuates the magic mouth spell was meant to falsely lead people into the corridor and it is likely a trap or ambush

Corridor Section 3

Climb DC 25 to ascend or descend the slime-moldering rope.

Spellcraft DC 23 to decipher the arcane writing on the trap door.

Spellcraft DC 18 to copy the spell once it has been deciphered.



Traps/ Mechanical Devices/ Doors/ and Objects Statblocks

[high]

Outside Door

Secret Stone Door (thick),

thickness 4 inches, hardness 8, hp 60, break DC 28.

Corridor Section 1

Suspension Stairs (per 15ft segment): thickness 1, hardness 5, HP 10, break DC 15;

The maximum weight the bridge can support is 200 lbs.

Characters standing on the steps when the break, take falling damage according to height. (3d6 from the first square, 2d6 from the second, 1d6 from the third, and 0 from the last step bottom). Anyone falling from any height is knocked prone. Prone characters are coated in the slimy fungus and suffer a penalty of -6 to Reflex saves to avoid catching on fire until they can clean themselves.

Corridor Section 3

Moldy Ropes: thickness 1, hardness 2, HP 5, break DC 10

Stone Trap Door (thick),

thickness 3 inches, hardness 8, hp 45, break DC 30, Open Lock DC 20

Treasures and XP

[high]

If the PCs resolve this encounter by burning out the corridor first and avoiding all combat, they gain XP as they defeated the zombie centipedes in combat.

The rung on the trap door is actually a *ring of force shield*.



Monsters and Villains Statblocks

[high]

Outside Door

Shrieker CR 1

N Medium Plant

Init -5; **Senses** lowlight vision

AC 8, touch 5, flat-footed 8

hp 11 (2d8+2HD)

Immune Plant Immunities

Fort +4 **Ref** — **Will** -4

Spd 0 ft

Space 5 ft; **Reach** 0 ft

Base Atk +1 **Grp** -6

Special Atk Shriek

Abilities Str —, Dex —, Con 13, Int —, Wis 2, Cha 1

SQ plant traits

Shriek (Ex): Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers come to learn that the fungus's noise means there is food nearby.

Corridor Section 2

Zombie Centipede Swarm (6) CR 9

NE diminutive undead (swarm)

Init +4; **Senses** darkvision 60 ft

AC 17, touch 17, flat-footed 14

hp 63 (9d12 HD) **DR** 5/slashing

Immune Weapon damage

Fort +3, **Ref** +5, **Will** +4

Spd 20 ft; **Climb** 20ft. (Can't Run, Single Actions Only)

Melee Swarm +4 (2d6)

Space 10ft **Reach** -

Base Atk +4; **Grp** -

Abilities Str 3, Dex 17, Con -, Int —, Wis 10, Cha 1

SQ swarm traits, undead traits

Feats Toughness, Weapon Finesse

New Objects/ Spells and Magical Items

Fungal Patch

Transmutation

Level: Drd 3, Plant 3, Sor/Wiz 3

Components: V, S, M, DF

Casting Time: 1 standard action

Range: medim (100 feet + 10 feet per caster level)

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Fungal Patch encrusts an area with a 6-inch-thick layer of a sour smelling and spongy fungus. The fungus completely covers everything within the area, though you may designate places within the area that are not affected. The soft fungus absorbs sound and creatures within its area of effect receive a +2 circumstance to Move Silent checks, but suffer a -2 penalty to Listen checks. The fungus is soft and breaks apart easily, though a being covered in it requires a full-round to completely clean himself off (though the sour smell won't go away without a thorough washing).

The fungus exudes an oily residue which is highly flammable and if touched with an open flame, immediately catches fire, exuding incendiary bursts of flame and dense fumes oily smoke. The fungus burns at a rate of 10 feet per round simultaneously creating a 30-foot-diameter 10-foot-high smoke cloud. Anyone caught within the fungal patch during this time is at risk for catching on fire. In addition, the smoke makes it difficult to see, obscuring vision and giving concealment (50% miss chance) to characters within it. If ignited within an enclosed area, the smoke fills 30-square-feet per round. Once the smoke has filled the enclosed space, air-breathing creatures caught within it are in danger of suffocating.

THE FUNGAL CORRIDOR

Oddly enough, insects find the odor of the fungus irresistible and if there are any within a 100 yards, they flock to the fungus to eat.

This spell has no effect on plant creatures.

Material component: a sliver of toadstool

Designer's Notes

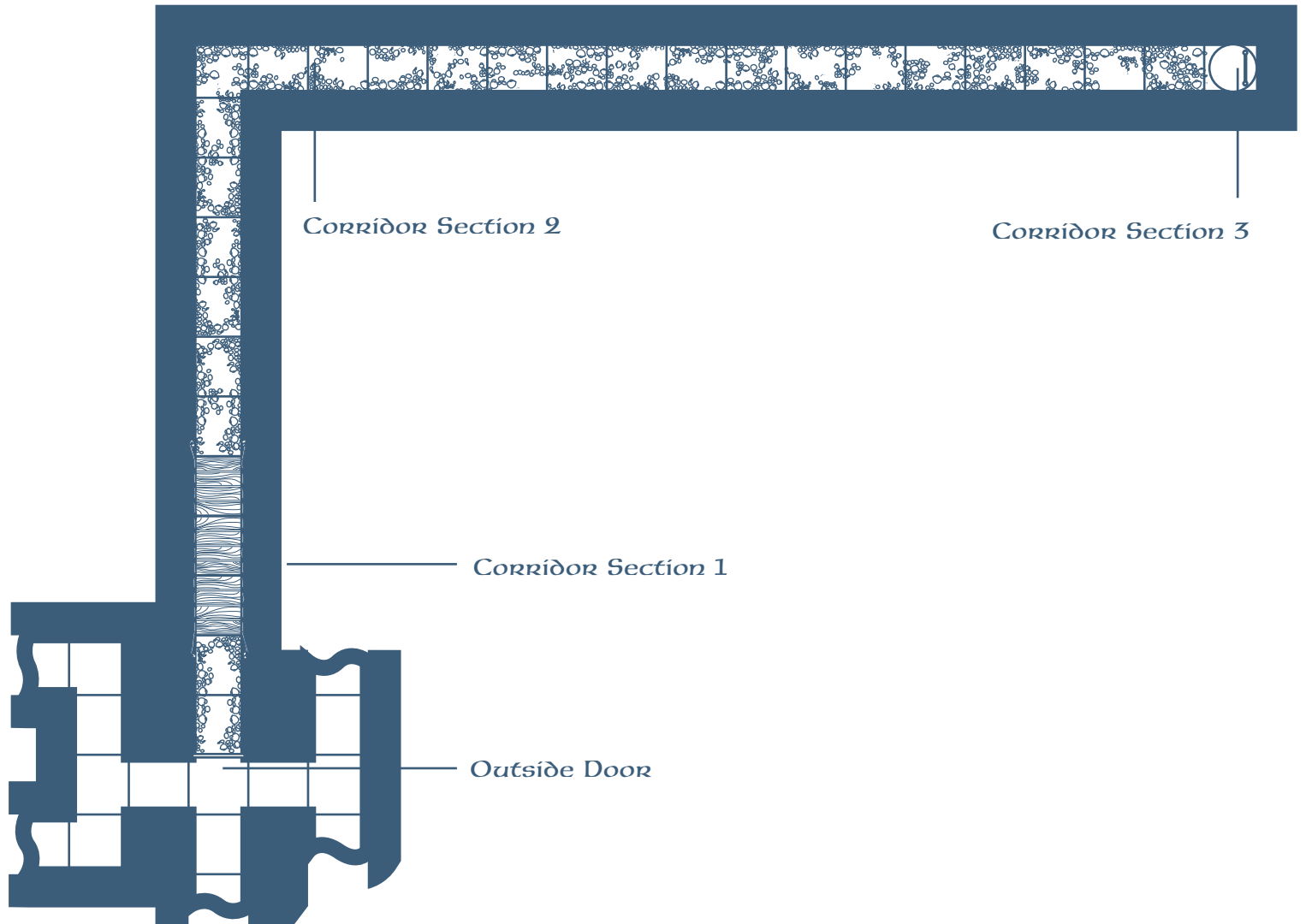
More than anything, this encounter was designed to create, panic, fear, and claustrophobia. Potentially, it is a death trap though there are ample warnings and opportunities for the players to plan a safe incursion. Though the magic mouth is serious bait, the players will likely be aware they've been duped as soon as they find it. The true test comes when the party faces the centipede swarm, as the typical way of dealing with a swarm is to light it on fire. Fortunately, this particular swarm is undead and can therefore be turned, allowing the party to avoid an immolating TPK.

Author's Bio

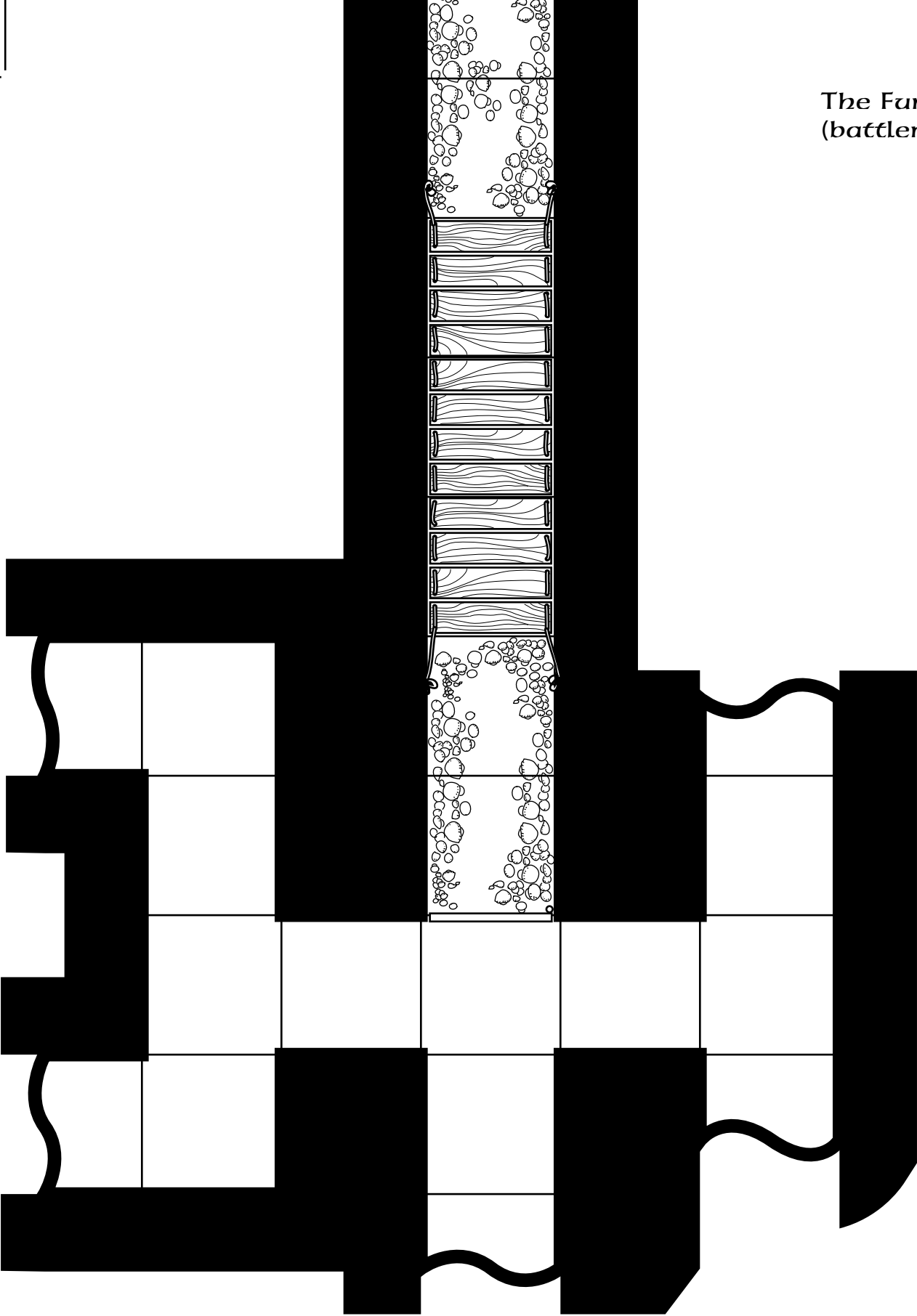
Tim Hitchcock has been a freelancing d20 for about half a decade now and has written for numerous game publishers including Bastion Press, Mongoose, and Paizo Publishing. This piece marks the first time he has used the TPK acronym in a sentence.

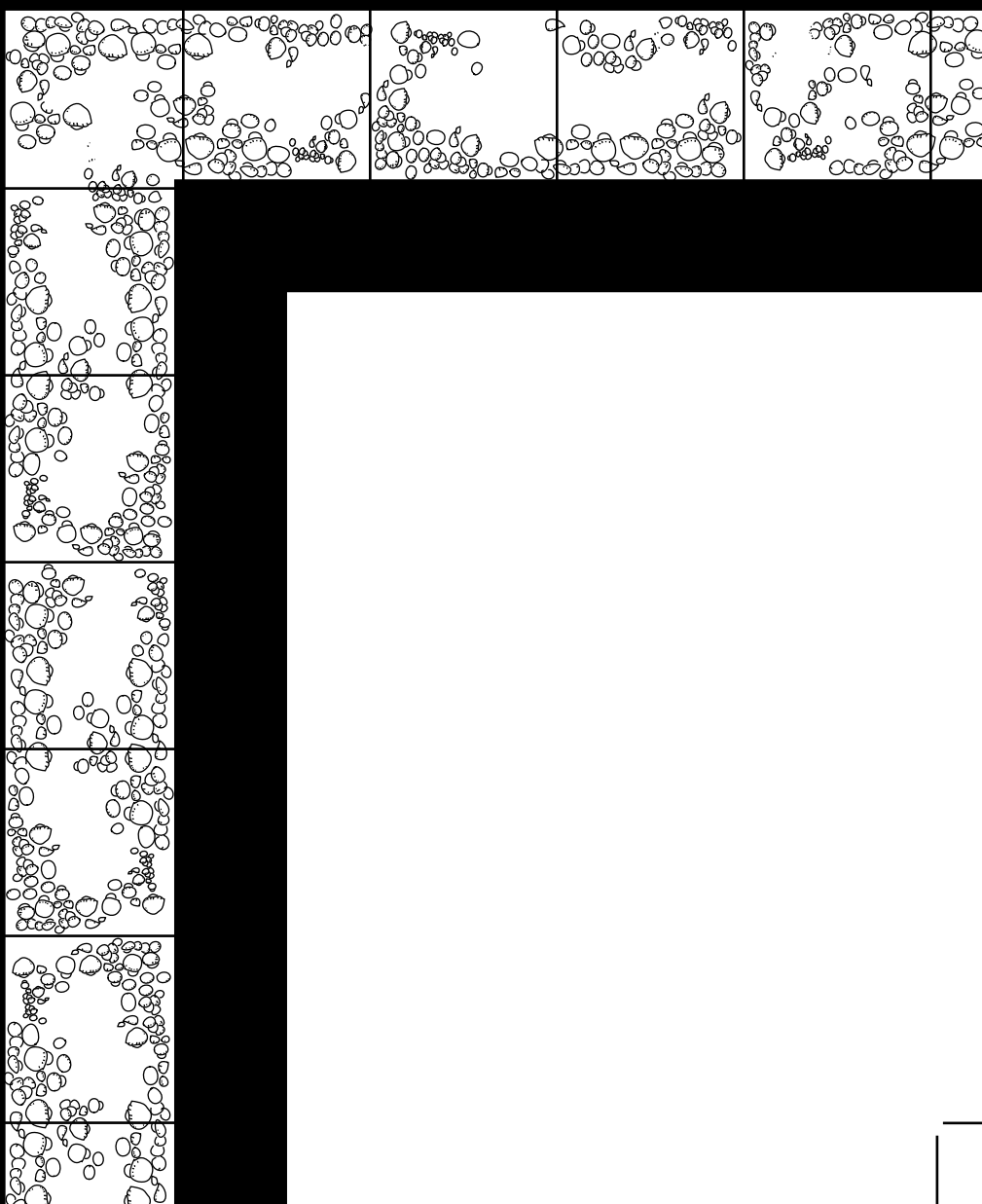
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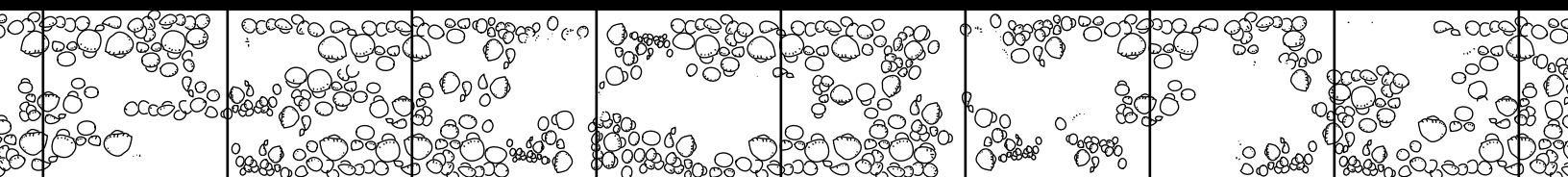
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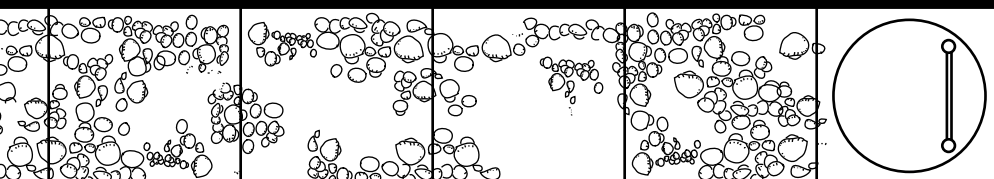


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(battlemap 1 of 4)

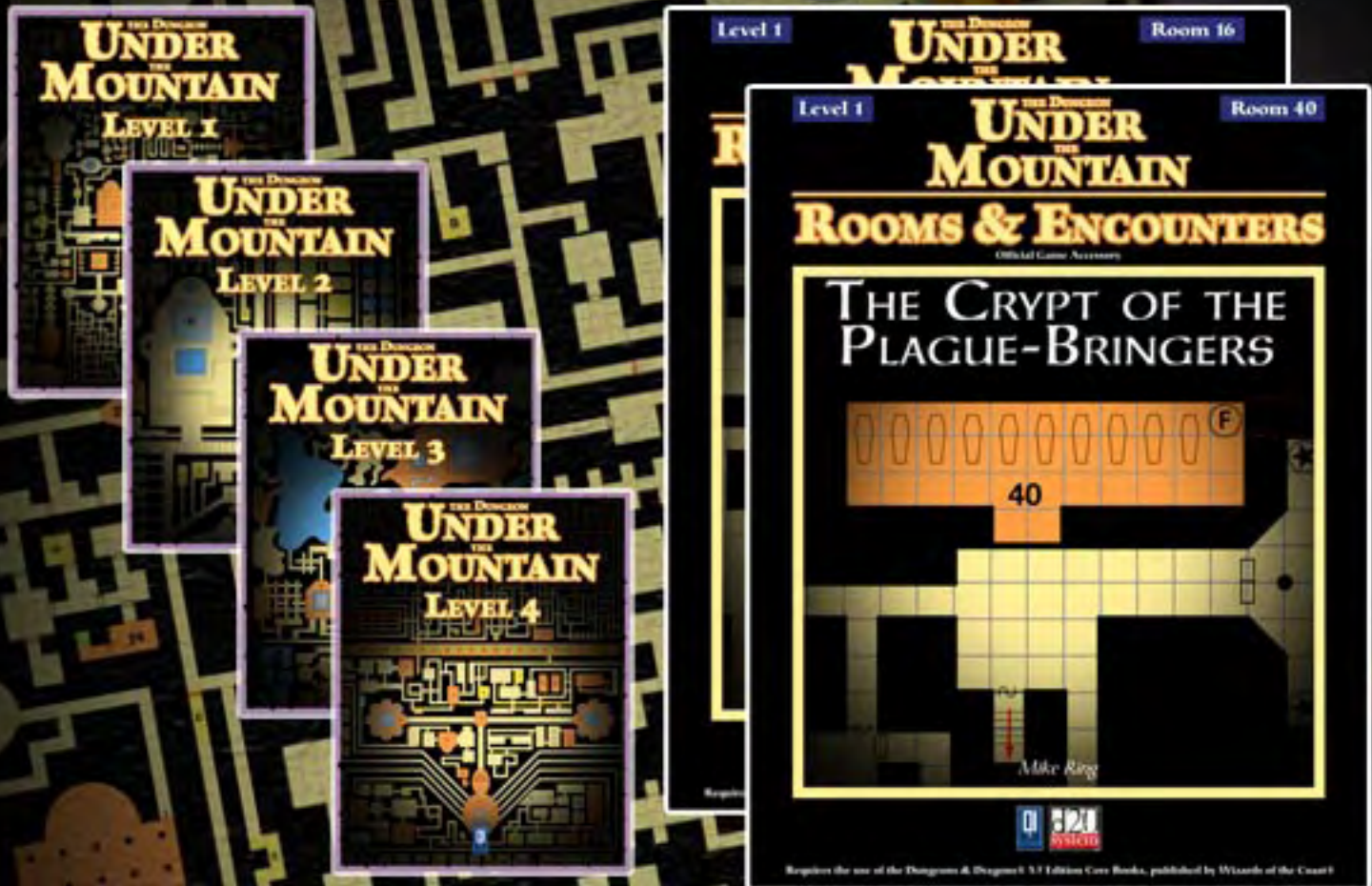








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